



THE PAINTER



An artificer subclass
from Sir House's lost notes

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An artificer subclass from the lost notes of Sir House



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New Artificer Subclass

At 3rd level, an artificer gains the Artificer Specialist feature. The following Painter option is available to an artificer in addition to those offered in *Eberron: Rising from the Last War*.

Painter

A painter can recreate the illusion of life and magic with their paints. Their art can turn old trash into new treasure or leap right off the canvas. The only limit is their imagination.

PAINTER FEATURES

Artificer Level Feature

3rd	Tool Proficiency, Painter Spells, Work of Art
5th	Expressionism
9th	Self-Portrait
15th	Magnum Opus

Tool Proficiency

3rd-level Painter feature

By the time you adopt this specialty at 3rd level, you've become deeply familiar with its tools. You gain proficiency with painter's supplies, assuming you don't already have it. You also gain painter's supplies and a small hempen canvas for free—the result of dedication to your craft.

Your Paint. The paint you mix each morning is infused with magical properties, allowing you to conjure illustrations that leap right off of your canvas. After you finish a long rest, you can prepare enough paint to create a number of masterpieces equal to your Intelligence modifier (a minimum of 1).

You can replenish some of your paint when you run out. As an action, you can expend a spell slot (1st level or greater) to mix enough paint for one masterpiece.

Your Canvas. Your canvas is the center of your painter abilities. Each masterpiece you illustrate on it leaves the canvas when it is completed, leaving room for new creations. Should your canvas break, you can whitewash a new canvas for free when you finish a long rest. Alternatively, you can whitewash a new canvas during a short rest if you use enough of your paint (as if it were a masterpiece).

From my short time living within a clonish community, I have been exposed to enough paint that my nostrils are permanently tinged with that oily aroma. The clonish artists and painters have an impeccable grasp on their paints, and I was fortunate enough to learn the golden rule of working with the medium:

Exposure alone cannot fund any downtime activities.

-V. Sir House of Barovia of Barovia

Painter Spells

3rd-level Painter feature

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class as shown in the Painter Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

PAINTER SPELLS

Artificer Level Spell

3rd	color spray, silent image
5th	mirror image, phantasmal force
9th	magic circle, major image
13th	hallucinatory terrain, phantasmal killer
17th	awaken, passwall

Work of Art

3rd-level Painter feature

At 3rd level, your paints are no longer confined to flat surfaces. With an action, you can use your paint to illustrate a masterpiece that you can immediately grab or move into an unoccupied space within 5 feet of you.

When you paint the masterpiece, you decide what type of piece it will become from the options below.

Creature Piece. You paint a creature you have seen whose challenge rating is 1/2 or lower. The creature is considered a construct, disappearing when it is reduced to 0 hit points or after 10 minutes. It is friendly to you and your companions. It and other creature pieces you paint take their own turns as a group immediately after yours. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise takes no action.

The maximum challenge rating of the creature becomes 2 or lower when you reach level 5, and 3 or lower when you reach level 15.

Object Piece. You paint an inanimate, non-magical object that you have seen before. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds.

You can choose to make the object a healing potion. It has half the effectiveness of a Potion of Healing. It becomes half as effective as a Potion of Greater Healing when you reach level 5, and then half as effective as a Potion of Superior Healing when you reach level 15. Your colleagues may have to come to terms with the fact that they just consumed paint.

The object disappears if one or more of the following conditions are met:

- 10 minutes have passed
- it takes damage
- it deals damage
- it heals damage



Repainting Artificer Abilities

You can make the artificer's main abilities fit better within the painter subclass with a little creativity. Here are some suggestions:

Magical Tinkering. You paint features onto the object that replicate the effect you're trying to accomplish, like a lens and switch for a light torch.

Infuse Item. You give the item a fresh coat of paint. Specific colors, patterns and designs imbue the item with particular magical properties.

The Right Tool for the Job. You carefully illustrate the set of tools you need using this ability.

Tool Expertise. Your hands are usually coated in paint, making it easier to manipulate tools.

Flash of Genius. Now *Stroke of Genius*. You can visualize how the current scene should play out and quickly doodle an example.

Magic Item Adept/Savant/Master. You attune to items by painting your signature and/or watermark on them, granting you greater control over your work.

Spell-Storing Item. You paint an ornate rune onto an item that fades as the spell is used.

Soul of Artifice. Now *Joy of Painting*. You're empowered by your body of work. Your paint can move and protect you on its own.

Expressionism

5th-level Painter feature

5th level provides you with an opportunity to realize the magic of The Weave in your paint. You can use your Work of Art ability to paint a new type of masterpiece.

Spell Piece. You paint a depiction of a spell you know with a casting time of 1 action. The painted spell can have one of the following features:

- Any damage dealt by this spell is changed to psychic damage. You can also add your Intelligence modifier to the damage.
- Any saving throws initiated by this spell are changed to Intelligence saving throws.

In order to paint spells at 2nd level or higher, you must also expend the appropriate spell slot.

Self-Portrait

9th-level Painter feature

At 9th level, you've learned to depict the subject you know best. You can use your Work of Art ability to paint a new type of masterpiece.

Self-Portrait. You paint a duplicate of yourself. It has half of your current hit points, your AC, and its own canvas. It is considered a construct and disappears when it is reduced to 0 hit points, you paint another self-portrait, or after 10 minutes.

For the duration, you can cast spells or paint masterpieces as though you were in the duplicate's space but you must use your own senses. As a bonus action on your turn, you can direct the duplicate to move in a direction into an unoccupied space up to 30 feet away. The duplicate can move through a space as narrow as 1 inch wide without squeezing.

If the duplicate is adjacent to you when you are about to take damage, you can use your reaction to make the duplicate take the hit and all subsequent effects for you.

When you reach level 14, the duplicate lasts up to 20 minutes, and you gain the ability to project your voice from its own mouth.

Magnum Opus

15th-level Painter feature

By 15th level, the world has become your canvas. As long as a physical surface is within your reach, you no longer need a prepared canvas to paint masterpieces.

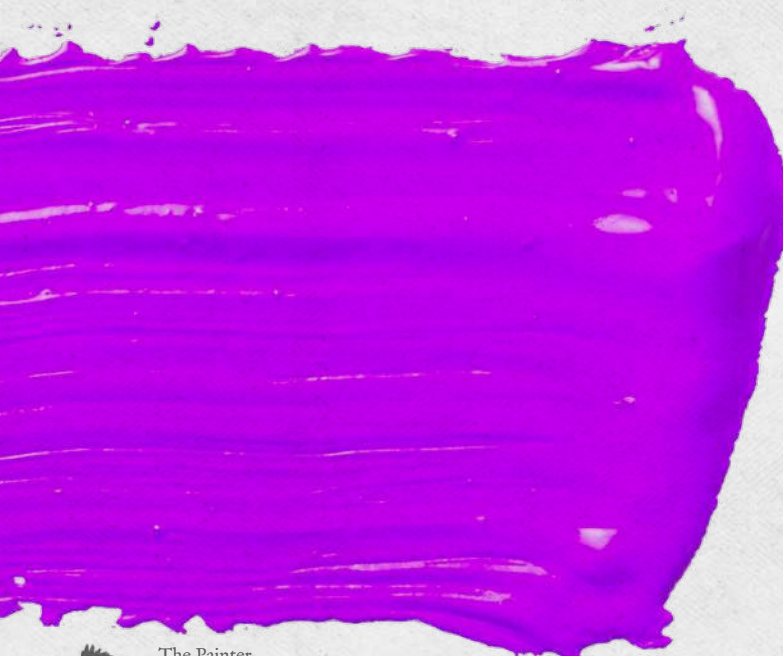
The pieces you paint using your Work of Art ability are visibly indistinguishable from the real thing. Anyone trying to discern your work's true nature must succeed on an Intelligence (Investigation) check against your Spell Save DC.

Additionally, you can now use your Work of Art ability to paint two new types of masterpieces from the options below.

Environmental Piece. You paint an inanimate, non-magical structure that you have seen before. This structure must fit within a 15 foot cube and weigh no more than 100 pounds. This structure can be used for things such as cover or a bridge. It cannot deal damage or otherwise directly harm anyone.

The structure has an AC of 15 and 50 hit points. It disappears when it is reduced to 0 hit points or after 10 minutes.

Splatter Shot. You paint a dangerous hazard that immediately flies towards a point you choose within 50 feet and splatters, hitting everything within a 20 foot radius. Each creature in range of the hazard must make a Dexterity saving throw. A target takes 6d8 psychic damage on a failed save and is stunned until the end of your next turn, or half as much damage on a successful one. The hazard disappears after the impact.





Artificer or Bard?

Painters have been more commonly associated with bards and expressing their inner magic through their brushes. However, the artificer provides an opportunity to explore the painting and creation aspects to a greater degree, especially with its class abilities being so strongly suited towards the concept.

That said, the painter subclass can be modified into a bardic college with a few adjustments.

New Bard Subclass

At 3rd level, a bard gains the Bard College feature. The following Painter option is available to a bard in addition to those offered in the *Player's Handbook*.

Painter

A painter can recreate the illusion of life and magic with their paints. Their art can turn old trash into new treasure or leap right off the canvas. The only limit is their imagination.

PAINTER FEATURES

Artificer Level	Feature
3rd	Tools of the Trade, Work of Art
6th	Self-Portrait
14th	Magnum Opus

Tools of the Trade

3rd-level bard Painter feature

By the time you adopt this specialty at 3rd level, you've become deeply familiar with its tools.

Proficiencies. You gain proficiency with painter's supplies, assuming you don't already have it. You also gain painter's supplies and a small hempen canvas for free—the result of dedication to your craft.

Your Paint. The paint you mix each morning is infused with magical properties, allowing you to conjure illustrations that leap right off of your canvas. The paint you prepare and create masterpieces with utilize your Bardic Inspiration dice.

Your Canvas. Your canvas is the center of your painter abilities. Each masterpiece you illustrate on it leaves the canvas when it is completed, leaving room for new creations. Should your canvas break, you can whitewash a new canvas for free when you finish a short or long rest.

Work of Art

3rd-level bard Painter feature

At 3rd level, your paints are no longer confined to flat surfaces. With an action, you can use a Bardic Inspiration die to illustrate a masterpiece that you can immediately grab or move into an unoccupied space within 5 feet of you.

When you paint the masterpiece, you decide what type of piece it will become from the options below.

Creature Piece. You paint a creature you have seen whose challenge rating is 1/2 or lower. The creature is considered a construct, disappearing when it is reduced to 0 hit points or after 10 minutes. It is friendly to you and your companions. It and other creature pieces you paint take their own turns as a group immediately after yours. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise takes no action.

The maximum challenge rating of the creature becomes 2 or lower when you reach level 6, and 3 or lower when you reach level 14.

Object Piece. You paint an inanimate, non-magical object that you have seen before. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds.

You can choose to make the object a healing potion. It has half the effectiveness of a Potion of Healing. It becomes half as effective as a Potion of Greater Healing when you reach level 6, and then half as effective as a Potion of Superior Healing when you reach level 14. Your colleagues may have to come to terms with the fact that they just consumed paint.

The object disappears if one or more of the following conditions are met:

- 10 minutes have passed
- it takes damage
- it deals damage
- it heals damage

Spell Piece. You paint a depiction of a spell you know with a casting time of 1 action. The painted spell can have one of the following features:

- Any damage dealt by this spell is changed to psychic damage. You can also add your Charisma modifier to the damage.
- Any saving throws initiated by this spell are changed to Intelligence saving throws.

In order to paint spells at 2nd level or higher, you must also expend the appropriate spell slot.



Self-Portrait

6th-level bard Painter feature

At 6th level, you've learned to depict the subject you know best. You can use your Work of Art ability to paint a new type of masterpiece.

Self-Portrait. You paint a duplicate of yourself. It has half of your current hit points, your AC, and its own canvas. It is considered a construct and disappears when it is reduced to 0 hit points, you paint another self-portrait, or after 10 minutes.

For the duration, you can cast spells or use your Work of Art ability as though you were in the duplicate's space but you must use your own senses. As a bonus action on your turn, you can direct the duplicate to move in a direction into an unoccupied space up to 30 feet away. The duplicate can move through a space as narrow as 1 inch wide without squeezing.

If the duplicate is adjacent to you when you are about to take damage, you can use your reaction to make the duplicate take the hit and all subsequent effects for you.

When you reach level 14, the duplicate lasts up to 20 minutes, and you gain the ability to project your voice from its own mouth.

Magnum Opus

14th-level bard Painter feature

By 14th level, the world has become your canvas. As long as a physical surface is within your reach, you no longer need a prepared canvas to paint masterpieces.

The pieces you paint using your Work of Art ability are visibly indistinguishable from the real thing. Anyone trying to discern your work's true nature must succeed on an Intelligence (Investigation) check against your Spell Save DC.

Additionally, you can now use your Work of Art ability to paint two new types of masterpieces from the options below.

Environmental Piece. You paint an inanimate, non-magical structure that you have seen before. This structure must fit within a 15 foot cube and weigh no more than 100 pounds. This structure can be used for things such as cover or a bridge. It cannot deal damage or otherwise directly harm anyone.

The structure has an AC of 15 and 50 hit points. It disappears when it is reduced to 0 hit points or after 10 minutes.

Splatter Shot. You paint a dangerous hazard that immediately flies towards a point you choose within 50 feet and splatters, hitting everything within a 20 foot radius. Each creature in range of the hazard must make a Dexterity saving throw. A target takes 6d8 psychic damage on a failed save and is stunned until the end of your next turn, or half as much damage on a successful one. The hazard disappears after the impact.

